

MOTION PICTURE CORPORATION OF AMERICA INTERACTIVE



BLOODWINGS

PUMPKINHEAD'S REVENGE



Bloodwings: Pumpkinhead's Revenge

The Movie-Based Interactive Adventure

**"Bolted doors and windows barred
Guard dogs prowling in the yard
Won't protect you in your bed
Nothing will...from Pumpkinhead."**

— Fable of Ferren Woods

The tormented spirit of Pumpkinhead has been let loose to seek vengeance among the living. Unfortunately, for the poor souls of Ferren Woods, they have nothing better than you to stop him.

Congratulations! You've just been made Keeper of the Spirits. Your job: save souls and protect the innocent. Along the way, you will have to contend with currents of energy, seas of lava, and an endless stream of evil adversaries, as well as throbbing background music that may remind you of your rapidly beating heart. But the worst thing you'll have to deal with (or the best, depending on your state of dementia) is the tormented spirit of Pumpkinhead. He's very, VERY ugly, terrible, nasty — and did we mention ugly. And he is very willing to share his torment with you. To save the innocent people of Ferren Woods, you've got to deal with him.

So, dive in, grab your controls and sink into the Netherworld, a demon land filled with — SURPRISE — demons. Everyone and everything here is out to get you. Here, the true source of power resides in the beautiful blue Tantanik Crystals. You can harness their power with the proper tools, but they can also destroy you.

NOW LISTEN UP. These next few clues could save your wretched life. First, know that there are Portals throughout the Netherworld. These Portals allow you to step momentarily into the World of the Living. Actually, you're stepping into the movie that this game is based on. It's a horror flick, so expect to be



horrified. But don't freeze up. Pick things up, and check out the characters you'll see. Many objects from the World of the Living can be brought back through the Portals to be used in the Netherworld. But beware, some of those objects would be better left alone. They could get you in trouble. Big trouble. (Did we mention the very unfriendly Pumpkinhead fellow?)

You will be constantly under attack, which makes lifeforce and firepower drain through you like a sieve. You had better find the secret sources for recharging them. Fast. Also, your quest doesn't just involve one world of trouble. There are THREE worlds of trouble: The Periphery, Purgatory, and Pumpkinhead's Lair. All very different, all full of very bad things. You have to get through the first two before you meet Pumpkinhead. At which time you will probably die in seconds anyway. But maybe you're up to the challenge. Maybe.

Don't forget, you are the one bright spot of hope for this decrepit place, you're the one defender of good in the Netherworld. Many innocent souls will be lost and doomed unless you rescue and protect them. You might even discover that nasty Mr. Pumpkinhead isn't totally nasty. To succeed, you'll need to understand the reasons for his rage, as well as figuring out what's wrong with everybody else. In short, figure out everything, save everyone and try to not get killed too quickly.

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Installation Instructions

Before installing BLOODWINGS, make sure that your mouse and/or joystick are working properly (even if the mouse works in Microsoft Windows™ the driver may not be installed in DOS; make sure it is). The following memory requirements must be met before BLOODWINGS will run:



- Conventional memory: 400K.
- Extended memory: 6.3 MB.
- Hard drive minimum: 2 MB.
- Hard drive recommended: 10 MB.

486/33 MHz machines have two graphic control options that will speed up the game. During game play, you can adjust the graphic detail of the floors and ceilings on these machines by pressing the letter **F**, and adjust the depth cueing by pressing the letter **D**.

1. Insert the BLOODWINGS CD-ROM (label facing up) into your CD-ROM drive.
2. If you are in Windows, exit out of it completely. At the DOS prompt, type the letter of your CD-ROM drive. For example, if your CD-ROM drive letter is **D** then you would type: **D:** and press **ENTER**. Your prompt should now display the drive letter you entered: (e.g. **D:\>**)
3. Now type: **Install** and press **ENTER**. To abort installation, you may press **ESC** at any time.
4. The installation program will begin.

Note: Follow the on-screen directions carefully.

5. The installation program will list available hard drives. Select the drive to which you want BLOODWINGS installed (you must have at least 2 MB available on that drive). Then select the directory to install BLOODWINGS and press **ENTER**.

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6. **Select Machine Speed.** If you have a 486/50 MHz or faster computer, you will want to select the faster setting. For slower computers, such as 486/33 MHz, select the slower setting.
 7. If you don't know what sound card you have in your computer, you can choose **AUTO-DETECT**. Your computer may lock up at this point. If so, you will simply have to reboot and reinstall BLOODWINGS after you have learned what type of sound card is installed in your computer. At this point, the computer will display the sound card along with the Port, IRQ, and DMA settings it has detected. These settings should match the settings in your AUTOEXEC.BAT file. (Type **SET** at the DOS prompt to see what the settings are.)
NOTE: You may choose **AUTO-DETECT** several times if necessary to detect all sound devices in your computer.
 8. Once you have selected a sound card, be sure to choose **TEST SOUND**. You may experience a 5 to 10 second delay before hearing the test sound. If you don't hear sound, check to make sure your sound card is installed properly, speakers are on, and the correct Port, IRQ, and DMA settings are specified. If sound is heard, then select **ACCEPT SETTINGS**.
 9. From the list, choose the drive letter of your CD-ROM. During game play, BLOODWINGS needs to access the audio and video files stored on your CD-ROM.
 10. Select what combination of program and resource files you want to copy to your hard drive. The game will run much faster if you choose to copy both program and resource files (**FULL INSTALLATION**).
 11. When installation is complete, the directory to which you installed BLOODWINGS will appear (Default is C:\PUMPKIN). The BLOODWINGS disk must be in the CD-ROM drive in order to play the game. To start the game, type: **PUMPKIN** at the **c:\pumpkin>** prompt.

Controls

Movement

Use the arrow keys to move forward, left, right and backwards. Hold down the **ALT** key and you can slide sideways while using the left and right arrows. **ENTER** turns you 180 degrees instantly. You can also use a joystick or mouse to move by choosing these options during setup or from the Options screen of your Main Menu.

Firing

Hit the **SPACEBAR** key, **CONTROL** key, **left mouse button** or the **joystick trigger** to fire your weapon.

Hand

The Hand has many functions, most of which are related to picking things up and putting them somewhere; you will learn about all these functions later. Click the right mouse button to call forth the Hand. Click the left mouse button to grab or release any object. Click the right mouse button again to dismiss the Hand, although you can leave the Hand up for the entire game if you want.

Keyboard Controls

I or **TAB** call up the inventory

H calls up the hand

M calls up the map

SPACEBAR or **CTRL** fires your weapon

ENTER or **W** rotates the player 180 degrees

, (comma) or **q** rotates the player 90 degrees to the left

. (period) or **e** rotates the player 90 degrees to the right

r toggles between rotational controls being set to float or not float

f toggles floors and ceilings on or off (33 MHz machines only)

d toggles depth cueing on or off (33 MHz machines only)

ESC brings you back to the main menu and pauses the game, pressing **ESC** again takes you back into the game.

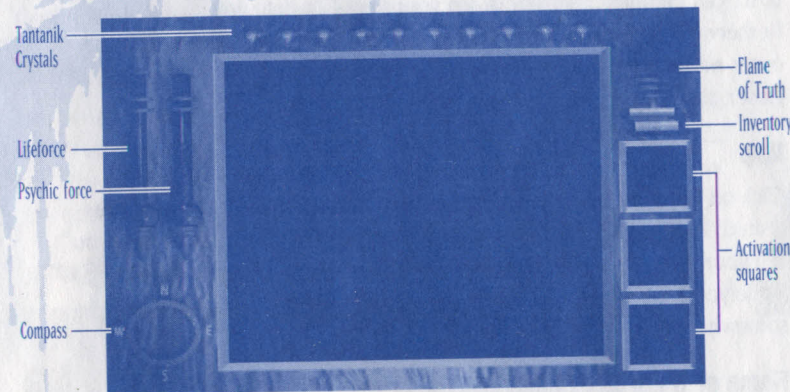
How to Save and Load a Game

1. To save a game, press **ESC** during game play at the point you want to save; this will take you to the Main Menu.
2. From the Main Menu, select **SAVE GAME**. The save game screen will appear with five slots for saved games.
3. Using the cursor keys, mouse or joystick, select the slot you wish to save in and press **ENTER**.
4. Next, enter the name you want to give to the saved game and press **ENTER**. (The saved game name must be eight characters or less.)
5. If you have already saved a game in the slot you selected, the program will ask you if you want to replace it. If you are sure, press **Y**.
6. Press any key to return to the Main Menu.
7. To return to the game from the Main Menu, press **ESC**.

How to Load a Previously Saved Game

1. From the Main Menu, select **LOAD GAME**.
2. When the Load Game menu appears, use the cursor keys, mouse or joystick to select the saved game you wish to restore and press **ENTER**.
3. Now the game will load; just wait for the fun to begin!

Gronix Stone (Interface)



Look! A stone tablet. Actually, it's the game interface. It stores all the information and all the tools your need to succeed on your quest.

Lifeforce

This pulsing red vial indicates your remaining lifeforce. See how fast it drains? Look for a special area that may help you replenish it.

Psychic Force

This green bubbling vial shows how much power you have to shoot Plasma Bolts. To shoot, press your **CONTROL (CTRL)** key or **SPACEBAR**, or click your left mouse or joystick button. Just do it quick!

Tantanik Crystals

Carved across the top of your Gronix Stone are ten empty settings which await Tantanik Crystal chips. These chips hold the true power of the Netherworld. You will have all sorts of chances to collect chips. And eventually, all sorts of demons to use them against. Dig up a whole crystal and you will be able to carry a limitless supply of chips. You can never have enough crystal chips. Never. Ever.

Compass

Lost? Got demons breathing down your neck? To help you navigate the Netherworld, your Gronix Stone has a compass with an alert signal. The outer ring shows you the proximity of the demons. As the demons get closer, the blips get bigger.

Map

Click on the compass or type **M** for a map of the areas you have already visited. You may find something in the World of the Living that helps you see your enemies on the Map. Beware, the creatures don't stop hunting while you stop to see where you are. So, see where you are, then go somewhere else.

Flame of Truth

Use the flame of truth to answer questions when the Gatekeeper asks them. The Voices of the Wind will explain it to you, if you make it that far.

Inventory Scroll

Every object you bring back from the World of the Living will be placed into your inventory. View them by touching the Inventory Scroll or by typing **I**. Use your hand to grab any item you wish to hold or move.

Activation Squares

Placing an object from your inventory into an Activation Square activates that object. Some objects must be placed directly into the Netherworld (the main screen area) in the place you want them to function. If you place an object into an Activation Square which already has something in it, the object you replace will automatically go back into your inventory.

Netherworld

Containing three worlds of trouble.

Whirlwinds

Periodically, forces collide in the Netherworld to create a swirling vortex of powerful energy. There are many ways and places to find Whirlwinds, but they appear consistently in the Periphery every time you blow away a Xenotrope. Jump in and see where they take you.

Derm Tunnels



These tunnels are as close as you ever want to get to the heart of the Netherworld. You'll see Tantanik Crystals bursting through the ground at various points. If you are quick, you may grab a chip off the passing Crystals. To leave a Derm Tunnel early, hit the **ESC** key.

Interactive Movie Portals

These are the passages from the Netherworld into the World of the Living. See Portal. See Tantanik Crystal chip. Put Tantanik Crystal chip into Portal. See World of the Living. Be scared.

World of the Living

Here you will see the people of Ferren Woods and have a chance to interact with them and their surroundings. Depending on what World you are in, you may be able to: pick up items which will help you in the Netherworld, figure out which characters are innocent, or intervene and try to save them from Pumpkinhead's murderous rampage. Many characters are already damned. For them, you can only redeem their spirits. Pray you will succeed.

Passthroughs

Because you are a spirit, you can pass through some walls that appear quite solid. But beware, many of the Passthroughs will take you places you really don't want to be. If you spend too much time hugging the walls, you'll learn this for yourself. Look for an object that will help you keep track of Passthroughs.

**Zone of Nothingness**

A bleak place surrounding the Netherworld, but it might be worth your while to check it out. Step carefully and fire at everything.

Recharge Zone

These flashing tunnels hidden carefully throughout the Netherworld will replenish your Psychic Force. But there will also be beasts nearby to drain you of your newfound power.

Gatekeeper

If, after much mayhem and woe, you are still alive, you will eventually find the Gatekeeper. This guardian of the Netherworld keeps you from moving from one world to another until you are prepared. Follow his instructions carefully. Once you have passed, you will not be allowed to return to the previous world. You can never go home again, they say.



Periphery

So named because it rests on the border between the living and the dead.

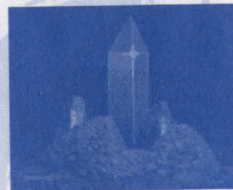
- Learn to negotiate the halls of the Netherworld.
- Battle the creatures and forces which inhabit the Periphery.
- Travel to the World of the Living to learn who among the residents of Ferren Woods is good and who is damned.
- Collect everything useful within the portals. The Periphery is the only world close enough to the World of the Living to allow items to be brought back.
- Collect everything useful within the Netherworld (this can be tricky).

Xenotropes



The Xenotropes rush through the Netherworld firing and slashing at you. You'll think they are the worst enemies you could possibly face. You are wrong. If you kill one, it creates a Whirlwind.

Tantanik Crystals



Be careful of the crystal forces emitted by these strange objects, and learn how to harness their power. See "Tantanik Crystals," on page 7.

World of the Living

In the Periphery, you can pick up certain objects in the World of the Living and bring them back to the Netherworld. You must use your Hand to figure out what you can bring back by trying to grab the objects you want. If you pick up an object successfully, the Hand will be replaced by the object until you click the mouse again. The Hand will then reappear for further captures and the object will automatically go into in your Inventory. Each portal has at least one important item you should bring back. Click fast, but beware, some things you bring back can really mess you up.

Chests

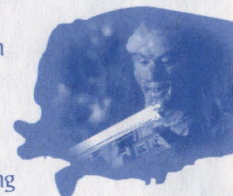
Find the key which open the chests of the Periphery. They are full of gifts you need very badly.

Glyphs

Glyphs are symbols from a long forgotten age. Many of the chests hold glyphs. So should you.

Crystal Gun

If you figure out how to capture a whole Tantanik Crystal it will appear on top of the Gronix Stone. Touch it to activate your Crystal Gun. This is your best hope against other creatures in the Netherworld.



Purgatory

Refuge of souls who may still be saved.

- Battle new creatures and lifeforms in the Netherworld.
- Intervene in the affairs of the Living to protect the Innocent from Pumpkinhead, or you'll get what's coming to them. You will have to fight Pumpkinhead off in the World of the Living to protect the Innocents.
- Allow the Damned of Ferren Woods to face their bloody fate so that their souls may rest in peace.
- Save the lost souls of Pumpkinhead's previous victims who have been damned to Purgatory.
- Prepare to face Pumpkinhead in his Lair.

Mendregs



Powerful, venomous creatures who will bash you mightily backwards. Maybe into another Mendreg.

Pillipods



Small living plants which seek to drain your lifeforce. Avoid them.

World of the Living

In Purgatory, you may choose to Intervene and fight Pumpkinhead while you're in the World of the Living. Now would be a good time to scream. When Pumpkinhead menaces a human, touch that person and you will face off against Pumpkinhead himself. Shoot him in the head when his eyes glow to temporarily stun him and allow the mortal to escape, or shoot his claws to avoid being slashed to bits. Remember, your duty is only to protect the Innocent.

Hell Room

Reincarnated monsters of Purgatory are sent to the Hell Room. This would be academic except that you will also end up in the Hell Room before your time is through in Purgatory.



Lost Souls

Pumpkinhead has been killing long before you entered the fray. Many people have already met him, and thus met their demise. A few Lost Souls still remain in Purgatory and must be saved from eternal suffering by you. That is, if you don't end up joining them.

Hand of Destiny



Each Lost Soul resides in one of these stone monoliths. Free them, then travel to the electrified Hall of Purgatory and collect their spirits.

Hall of Purgatory

Once released, the Lost Souls zip all around this room, hoping desperately that you'll be able to catch and save them. But don't touch the electrified borders running throughout. Collect all of the Lost Souls or you will not be able to proceed.

Lair

Pumpkinhead's haven. The danger center of the Netherworld.

- Learn the secret of appeasing Pumpkinhead's tortured soul.
- Avoid the life-sucking Skull Bats.
- Carefully move towards Pumpkinhead's Lair.
- Beware that Pumpkinhead moves throughout the loops in search of you.

Pumpkinhead



Here you will finally meet Pumpkinhead in the Netherworld. Notice the long teeth and claws as you rapidly die. This will truly make you long for a couple of Xenotropes.

Skull Bats

These evil flying creatures will swarm you if given the chance and quickly drain any remaining life force you may have. When you look at your Compass, you'll probably feel a little overwhelmed.

Walls

The walls of the Lair are made of a Resin excreted by Pumpkinhead. They can be blown into tinkling shards by your weapon.

Pumpkinhead's Lair

At the center of this maze lies the zone from which all evil emanates throughout the Netherworld. It is the home and resting place of Pumpkinhead himself. If you can believe it, your goal is to get to this place and then get in.

Final Offering

Like so many other souls you'll find in the Netherworld, Pumpkinhead is really a tormented spirit. You can appease his soul by making the proper offering which harkens back to his earlier, innocent incarnation.

And that's about all you'll need to survive, along with quick wits, a fearless attitude and a lot of guts. So, with this manual in your sweaty hands, follow the tips we've given you and you just MIGHT survive to the final confrontation with Pumpkinhead. Anyway, do your best. He'll do his worst.



Minimum System Requirements

- 486/33 MHz DX processor (486/66 MHz or faster processor recommended).
- 8MB RAM (400K free conventional memory and 6.3 MB free XMS memory).
- DOS 5.0 or later.
- Hard drive required (10 MB for full installation, 2 MB for minimum installation).
- Double-speed or faster CD-ROM drive.
- SVGA color monitor.
- Microsoft or 100% compatible mouse, keyboard.
- Sound card (Auto-Detects).

Supported Sound Cards:

Original Sound Blaster
 Sound Blaster Pro
 Sound Blaster 16
 Sound Blaster AWE 32
 Sound Blaster 100% compatible cards
 Microsoft Sound System
 ProAudio Spectrum family
 Gravis Ultrasound
 Gravis Ultrasound Max

- Most joysticks supported



Problems with Your Software?

If you are having a problem installing or using your software, we want to help.

- First, please make sure you have read thoroughly the "Installation" and "System Requirements" sections.

If you have followed the directions and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

Note: Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your MS DOS manual for more information.

TSRs/Device Drivers/DOS Shells

TSR stands for Terminate and Stay Resident. A TSR is a program (such as Microsoft Windows™ or a menuing system) that automatically starts up when you start up your computer from a hard drive. These programs are usually installed in your AUTOEXEC.BAT file (found in your root directory, usually C:). Device Drivers and DOS shells also are loaded automatically. These are usually installed in your CONFIG.SYS file (also found in your root directory, usually C:).

These TSRs or Device Drivers sometimes interfere with the BLOODWINGS program, or take up valuable memory BLOODWINGS may need. We recommend that you not run any such programs, device drivers or shells when attempting to play BLOODWINGS.

Checking the Amount of Available Memory

Many problems occur when your machine doesn't have enough available memory. TSRs, Device Drivers and other types of Memory Resident programs will reduce the amount of available memory.

- To check the amount of available memory, type **MEM** from the C:\ prompt, and press **ENTER**.

The number that appears in the last column after the words "Total Memory" is the amount of available memory.

Check the "Minimum System Requirements" section on page 19; if your machine's available memory is less than the program requires, then the problems that you are experiencing are probably related to a memory conflict. You should remove any memory resident programs to free up the memory needed. One way to accomplish this is to boot up your computer with a **DOS Boot Disk**.

Creating a Boot Disk

Starting your computer using a **DOS Boot Disk** allows you to free up more memory without altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive. Booting your computer with a **DOS Boot Disk** does not prevent you from accessing your hard drive, it merely provides a different method for configuring your memory. After you create a **DOS Boot Disk**, you will copy your CONFIG.SYS and AUTOEXEC.BAT files from your hard disk onto the boot disk and modify these copies. We recommend using this procedure to avoid altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive, which may affect your memory configuration for running other applications.

Instructions for creating a DOS Boot Disk.

Follow these steps exactly.

Note: To create a DOS Boot Disk you must use a disk that will fit in your A: drive. Your computer will not boot from the boot disk if it is inserted in the B: drive.

1. From the DOS prompt, type **C:** and press **ENTER**.
2. Place the blank disk into drive A:.
3. Type **format a:/s** and press **ENTER**. Be sure to include the spaces.
 - a. You will be prompted to insert a blank disk into drive A:. Do so if you haven't already, and press **ENTER**.

4. Once the disk is finished formatting, you will be asked to label (name) the disk. Type in a name and press **ENTER** or simply press **ENTER** for no name.
5. After a minute or two, a prompt will appear asking whether you wish to format another disk. Type **N** and press **ENTER**.

Rather than changing your permanent system software configuration, you can use the **DOS Boot Disk** and the HIMEM memory manager software included with MS DOS 5.0 (or greater) to temporarily free up Conventional memory and set up Extended memory (XMS). To do so, follow the instructions on the next pages.

Note: If you are NOT using the HIMEM.SYS memory manager, consult your manufacturer's manual for more information on the proper way to load the program through the CONFIG.SYS file.

READ THIS SECTION COMPLETELY BEFORE YOU BEGIN.

To configure your DOS boot disk to free up additional conventional memory and enable Extended memory:

1. Copy the CONFIG.SYS and AUTOEXEC.BAT files from the root directory on your hard drive (C:\) to the root directory on the boot disk that you have just created (A:\):
 - a. At the C:\ prompt, type **copy c:\config.sys a:** and press **ENTER**.
 - b. Type **copy c:\autoexec.bat a:** and press **ENTER**.
2. Open the boot disk copy of the AUTOEXEC.BAT file (on A:) using the EDIT program from MS DOS 5.0 or greater:
 - a. From the C: prompt, type **cd \dos** and press **ENTER**.
 - b. Type **edit a:\autoexec.bat** and press **ENTER**.

4. From the boot disk copy of the AUTOEXEC.BAT file, **delete** all lines except the following (items enclosed in brackets [] indicate system-specific variables):

Line

PATH=[Path]

PROMPT \$P\$G

[Your sound card driver]

[Your CD-ROM driver]

C:\[directory]\MOUSE.COM

Notes

[Path] will vary by system

Example:

SET SOUND = C:\SBPRO

SET BLASTER = A220 I7 D1 T4)

Example: C:\DOS\MSCDDEX.EXE /S

/D:SONY_000

(Or equivalent mouse driver)

Note: If your mouse line looks different from the examples above, you may not be using the MOUSE.COM mouse driver. DO NOT change this line if it looks different from the examples above. Drivers with a .SYS extension will be loaded through the CONFIG.SYS file and should be left in place when you are editing that file. If you have other questions about loading your particular mouse driver, consult your mouse or DOS manuals.

5. Save the edited AUTOEXEC.BAT file and open the boot disk copy of the CONFIG.SYS file from within EDIT.
 - To save, press **ALT-F** to bring down the File menu, then type **S**.
 - To open, press **ALT-F**, type **O**, then type **a:\config.sys** and press **ENTER**.
6. While still in EDIT, delete all lines from the boot disk copy of the CONFIG.SYS file EXCEPT the following:



Line

DEVICE=C:\DOS\HIMEM.SYS

DOS=HIGH

BUFFERS=30

FILES=30

[Your CD-ROM device driver]

Notes

(Or C:\WINDOWS\HIMEM.SYS)

Example: C:\DEV\SLCD.SYS
/D:SONY_000 /B:340 /M:P /V /C

Your CONFIG.SYS file should now look like the above example. If it does not, edit it now to make it look similar to the text above.

7. Save the edited CONFIG.SYS file and exit the EDIT program.

- To save, press **ALT-F**, then type **S**.
- To exit the Edit program, press **ALT-F**, then type **X**.

You now have a boot disk which should free up enough conventional memory and set up enough Extended memory to run the program. The boot disk bypasses the AUTOEXEC.BAT and CONFIG.SYS files on your hard drive and configures your memory based on the AUTOEXEC.BAT and CONFIG.SYS files on your boot disk.

To start up your machine using the DOS Boot Disk:

1. Insert the DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A: prompt.
2. Type **C:** and press **ENTER** to return to your hard drive.
3. To start the game, type **CD\pumpkin** and press **ENTER**, then type **pumpkin** at the **c:\pumpkin>** prompt.

Note: If you want to return your system to its normal memory configuration, simply remove the DOS Boot Disk from the A: drive and restart your machine.

For more information on editing your CONFIG.SYS and AUTOEXEC.BAT files, or on changing your startup configuration, consult your DOS manual.

Distribution and Technical Support**Distribution**

Electronic Arts is the exclusive distributor of this software product and maintains the rights to worldwide distribution.

Technical Support

Need Help on **BLOODWINGS: Pumpkinhead's Revenge**? Call the HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468)
75¢ per minute (95¢ for first minute).

In CANADA, dial 900-451-4873
\$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

Note to Hotline Callers:

To help you quickly locate the information you need, Electronic Arts will gladly send you printed menus. To receive a copy, please send your name, address, title of game you want the menu to (**BLOODWINGS: Pumpkinhead's Revenge**), and the hardware (IBM, etc.) to:

Hotline Menus
P.O. Box 7578
San Mateo, CA
94403-7578

If you have questions about the program, EA's Technical Support Department will assist. If your question isn't urgent, please write to us at: MPCA Interactive c/o Electronic Arts Technical Support, P.O. Box 7578, San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name (**BLOODWINGS: Pumpkinhead's Revenge**)
- Type of computer you own
- Amount of and configuration of memory
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 a.m. and 4:30 p.m., Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK. Phone (753) 5466465.

In Australia and New Zealand, contact: Electronic Arts Pty. Limited, P.O. Box 432, Southport, QLD 4215, Australia.

Within Australia call (075) 711-811.

Within New Zealand call +61 75 711 811 between 9 a.m. and 5 p.m. Eastern Standard Time.

Limited Warranty

Electronic Arts ("EA") warrants to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), that under normal use, the magnetic media and the user documentation are free from defects in materials and workmanship.

Warranty Claims

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. OR send the disk(s) to us at the above address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disk(s) to the above address. Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50 per replacement disk.

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Credits

An MPCA INTERACTIVE Production

Produced by: BRAD KREVOY,
STEVE STABLER, JED WEINTROB

Developer: BAP INTERACTIVE

Design: BRUCE AUSTIN, BRITTON JACKSON

BAPI Producer: BRUCE AUSTIN

Writer & Director: BRITTON JACKSON

Programmer: JACK BOWMAN

Graphic Artist: MIKE MALLOY

Rendering Engine: I3D, JIM O'KEANE

Engineer: ERIC HAYASHI

Sound & Post Production Design:
KURT TIEGS

Editor: ROBERT FRANCKE

Project Managers: SHARRI LEAR,
NICOLE SUREL; STEVE MORRISON

Quality Assurance: KIRK JEPSON,
MATTHEW AUSTIN

Additional Artwork: BRIAN AUSTIN

Associate Producer: JEANNETTE DRAPER

Assistant Producer (EA): AARON McCLAY

Marketing Manager (EA):
DONNA CEDERLUND

Publicist (EA): MARCI GALEA

Production Manager (EA):
JULIE PEDDICORD

Product Analysts (EA): RANDY ECKHARDT,
IVAN FOONG, JOANNA PATAKI

Configuration Testers: PCTEST CORP.,
UNNI LIE, RICHARD BURTON, KIM VERTNER,
WASI WAHEDI

Package Design & Promotional Graphics:
DAVE PARMLEY, 13th FLOOR

Copywriter: RICH GREENWOOD

Manual Design & Layout: CORINNE MAH

Quality Assurance Supervisor (EA):
KURT HSU

Special Thanks: KELLY CONWAY,
DENNIS GUTTRIDGE, HOWARD MARKS,
RICHARD TITUS, ADRIENNE JONES,
TYRA KNOX, TRISHA ROSS

PUMPKINHEAD II: Bloodwings
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Note: Credits not contractual, appearance
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participation in BLOODWINGS CD-ROM game.

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AMERICA PRESENTS A BRAD KREVOY
STEVE STABLER PRODUCTION
PUMPKINHEAD II: BLOODWINGS

AMI DOLENZ, ANDREW ROBINSON,
STEVE KANALY, J. TREVOR EDMOND,
CAREN KAYE, LINNEA QUIGLEY,
LILYAN CHAUVIN, GLORIA HENDRY,
HILL HARPER, ALEXANDER POLINSKY,
JOE UNGER, ROGER CLINTON (AS MAYOR
BUBBA) AND SOLEIL MOON FRYE (AS MARCIE)

Casting by: ED MITCHELL,
ROBYN RAY, C.S.A.

Creative Consultants: MARK P. CARDUCCI,
GARY GERANI

Production Designer: IVO CRISTANTE

Special Make-up Effects and Creatures by:
KNB EFX GROUP, INC.

Edited by: LAUREN SCHAFFER

Music by: JIM MANZIE

Director of Photography: WILLIAM DILL

Written by:
IVAN & CONSTANTINE CHACHORNIA

Co-produced by: JED WEINTROB

Produced by: BRAD KREVOY,
STEVE STABLER

Directed by: JEFF BURR

CAST

Sean Braddock — ANDREW ROBINSON
Jenny Braddock — AMI DOLENZ
Marcie — SOLEIL MOON FRYE
Danny Dixon — J. TREVOR EDMOND
Peter — HILL HARPER
Paul — ALEXANDER POLINSKY
Pumpkinhead — MARK McCRACKEN
Judge Dixon — STEVE KANALY
Delilah Pettibone — GLORIA HENDRY
Miss Osie — LILYAN CHAUVIN
Beth Braddock — CAREN KAYE
Tommy — JEAN-PAUL MANOUX
Young Caspar Dixon — JOHN GATINS
Mayor Bubba — ROGER CLINTON
Ernst — JOE UNGER
Red Byers — R.A. MIHAILOFF
Nadine — LINNEA QUIGLEY
Keith Knox — KANE HODDER
Brian Knox — WILL HUSTON
Young Sean Braddock — BARRY DAVIS
Mute Girl — NICOLE MAGGIO
CORY — MICHAEL J. CARRA
Nurse — HARRI JANES
Grizzled Man — MICHAEL MANDAVILLE
Coroner — MIKE JOHNSON
Henchman #2 — ROBERT H. HARVEY
50'S Teen #3 — JASON SANFORD
Hunter #3 — ED ANDERS
Hunter #5 — MONTE R. PERLIN
Hunter #6 — LON SUNDERS
Ugly Hunter — CHAD OMAN
Cockfighter #1 — PETER LUPUS III
Cockfighter #2 — PETER LUPUS
Pretty Townswoman #1 — CECILE KREVOY
Townswoman #2 — TRACIE GRAHAM

Stunt Coordinator: BJ DAVIS

Stunts: BRADLEY BOVEE, PAUL DALLAS,
ALAN MARCUS, BARRY DAVIS,
WILD BILL MOCK

Line Producer/U.P.M.:
MICHAEL MANDAVILLE

First Assistant Director: JACK BRESCHARD

Second Assistant Director: ERIC SINDON

Associate Producers: ANN NARUS,
IVAN & CONSTATINE CHACHORNIA

Supervising Sound Editor:
PATRICK M. GRIFFITH, M.P.S.E.

CREW

Second Second Assistant Director:
JACK KREVOY, MATT BUSCHBACHER

Utility Assistant Director: RICHARD LEVIN

Additional Dialogue: ANDREW OSBORNE

Production Coordinator: DAWN THOMAS

Assistant Production Coordinators:
JEFFREY L. SIMPSON, SANDRA MILLER,
HELA MIODOWNIK

Production Auditor: BERNICE B. MOSCHINI

Assistant Production Auditor:
JODIE DERRIEN

Casting Assistant: KIM MODIR

Script Supervisor: PAM JACKSON

Storyboard Artist: PETER VON SCHOLLY

First Assistant Camera: ERIC TRAGESER

Second Assistant Camera: JOSE BOUZA

Additional Camera Assistants:
ALICIA CRAFT, RENISA ANDERSON,
MARK DOERING-POWELL,
LINCOLN MORRISON, TISH CONTRERAS

'B' Camera Operator: MIKE SHEA

'B' Camera Assistant: ANDY PARKE

Camera Interns: JODY HEIDEN, DEJON ELLIS

Dolly Grip: DAVID TERRY, DANIEL JIMENEZ

Grips: ANTHONY L. POPE, ERIC PINKTON,
CHRISTOPHER REID, DAN ROBINSON,
JEFF SWEET, HAROLD TAYLOR,
ANTHONY WARNER, DAVID WINNER,
BILL RUSSELL

Gaffer: JULIUS METOYER, JR.

Best Boy/Pumpkin Gunner: M.C. COLLINS

Electricians: COLLIN GRAY, EARL JOACHIM,
JEFFERY STEWART, SCOTT SUDDUTH,
WARREN WASHINGTON

Psychic Disturbance: JEFFREY STEWART

Production Sound Recordist:
PETER V. MEISELMANN, C.A.S.

Boom Operators: JOHN LaPAGE,
JUDA MAAYAN, DOUGLAS SHAMBURGER

Art Director: KEN LARSON

Construction Coordinator: JOHN BUCKLIN

Set Decorator: GREG BARTKUS

Set Dresser: ERIC LUNDON

Lead Man: JASON NUNEZ

Swing: RAYMOND W. HARVIE,
RICO IMONDI, SUSAN SODANO

Carpenters: FRANK J. EDWARDS,
MIKE HENLEY, JOHN AARON MAYS,
DANIEL E. RIPERTI

Property Master: KATHY STEWART

Assistant Prop Master: MARCUS BARONE

Costume Designer: JULIE CARNAHAN

Set Costumer: PHILIP MERSHOM,
SUZY TUSZEWSKI

Make-up/hair: CHRISTL COLVEN

Assistant Make-up: WINNIE ADAMS,
BOBBY WEINER

Location Manager: JACK HARDWICKE,
DERECK HUNT

Transportation Coordinator:
MIKE BURNETTE

Transportation Captain: BRETT ROUND

Drivers: BRETT PARRICK, MARCO RUDOLPH,
RON POPE, CHRIS SHARFF

Honeywagon Drivers: JOHN HUDSON,
STEPHEN LEWIS

Craft Service: MATT EYRAUD

Set Medic: LON SAUNDERS

Set Production Assistants: NIELS BAAS,
MARK DELÉLIS,
FARHAD FARMAN FARMAIAN,
SUZANNA HOLMQVIST, DEREK ROSS HUNT,
PAGE HUFTY, TIFFANY LOUQUE,
JAYNA SCHLEGEL, NATALIE REISMAN

Assistant to Mr. Burr: HILLARY WEISBERG

Still Photographer: ABE PERLSTEIN

Additional Still Photography:
SUZANNA HOLMQVIST

Animal Trainers: CHAD'S CRITTER RENTALS

Publicist: SHERYL CRAIG

Assistant Editor: SCOTT INBODY

Apprentice Editor: WENDY WEATHERSPOON

Post-Production Supervisor: GEORGE GALE

Projectionist: JIM SMITH

Second Unit Directors: TOM CALLOWAY,
BJ DAVIS, JED WEINTROB

Second Unit Directors of Photography:
MIKE SHEA, CORY GERYAK

ADDITIONAL PHOTOGRAPHY

Unit Production Manager: HOLLY KEENAN

First Assistant Director: MIKE ALLOWITZ

Second Assistant Director: JACK KREVOY,
DAVID SCHLADWEILER

Director of Photography: TOM CALLOWAY

Script Supervisor: PAM JACKSON

First Assistant Camera:
ETIENNE TURBLANCHE

Second Assistant Camera: MIKE SAAD,
WARREN FELDMAN

Steadicam: KEN FERRO

Steadicam Camera Assistant:
DREW GIANNISTTA

Key Grip: KERRIC WILLIAMS,
MIKE TOLOCHKO

Best Boy Grip: KENOY WILLIAMS,
ALEX KLABULKOV

Grips: COLIN MAYO, SCOTT WHITMORE,
RICK WEISS, JOE KELLY

Gaffer: JIM SPENCER

Best Boy Grip: KENOY WILLIAMS,
ALEX KLABUKOV

Best Boy Electric: JIM COKER

Electricians: PAUL WILSON,
BRYAN CAWTHORN

Production Sound Recordist:
PETER V. MEISELMANN, C.A.S.

Boom: JOHN LaPAGE

Art Director: ERIC LUNDON

Set Dresser: SUSAN SODANO

Property Master: KATHY STEWART

Wardrobe Supervisor: HOUSTON SAMS

Wardrobe Assistant: GILLIAN

Make-up/Hair: CHRISTL COLVEN

Assistant Make-up - MARY WILLIAMS

Transportation Coordinator:
MIKE BURNETTE

Transportation Captain: BRETT ROUND

Drivers: RON POPE, MARCO RUDOLPH,
CHRIS SHARFF, BRETT PARRICK

Craft Service: JAQUELINE CARLSON

Caterer: SAVAGE PARTIES

Set Medic: RESCUES UNLIMITED

Production Assistants: VANESSA KING,
PAGE HUFTY, DAN LENIHAN

KNB EFX CREW

KNB Supervisors: ROBERT KURTZMAN,
GREG NICOTERO, HOWARD BERGER

On Set Technicians: GINO CROGNALE,
JEFF EDWARDS

Sculptors/Lab Technicians: DAVID SMITH,
GARRET IMMEL, BRIAN RAE,
WILLIAM HUNT, KARRIE AUBUCHON

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STEVE JAMES

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Coordinator: SUSAN MALLON

Special Effects: ULTIMATE EFFECTS

Effects Coordinator: BEVERLY HARTIGAN

Effects Key: LARRY LARSON

Pyrotechnician: TED COPLEN

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WAYNE JONES, SYLVIE LEE GRIFFITH,
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Dialogue/ADR Editors: JEFF MAR,
ETHAN HOLZMAN, TED LOBINGER,
JASON GAUDIO, JENNIFER HILL,
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ADR Recordist: DAVID WALSH, DEB ADAIR

Foley Recordist: CLIFF ZELLMAN

Foley Artist: CYNTHIA MERRIL

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Lokbox Electronic Negative Conforming:
BRIAN KIBBIE, RUBEN GARCIA,
MARIE-HELEN DESBIENS

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ROGER LOERA, PEDRO SILVA

Walker Location Services: DEE STANLEY

Extras Casting by: MIKE JOHNSON

Security Services by: BRETT CODY,
ON LOCATION

'PUMPKINHEAD II' Musical Score
Published by: M.P.C.A. PUBLISHING
GROUP, INC./A.S.C.A.P.

Music Supervisor: KEVIN BENSON

M.P.C.A. Music Supervisor:
MARCUS BARONE

Music Contract Administration: JERRY ROSS

Music Mixed & Produced by:
MICHAEL BLUM

Slide Guitar by: ADRIAN PERRITORE

Additional Music by: RICHARD McHUGH

Music Engineer: CHUCK FERRY

Musical Equipment by: KORG

BLOODWINGS

"YOU'LL NEVER SEE ME CRY"

Music by Steve Edwards
Lyrics by Eve Terran
Produced by Steve Edwards
Vocal by Eve Terran
1993 Six Feet Five Music/ET Music

"I AIN'T WHAT YOU NEED"

Written by Ron Marshall
Produced by Ron Marshall
Performed by Ron Marshall
MBS Music
Courtesy MBS Records

"A TASTE OF LATIN"

Hollywood Music Library
Screen Music International, BMI

"GUATANAMERA"

Written by Chris Kinsmen
Published by Next Move Music

"GO AWAY"

Produced by Hype Dreams
Performed by Rats Nest
Mind and Body Music, ASCAP

"FREE FALL"

Produced by Hype Dreams
Performed by Dread Serious
Mind and Body Music, ASCAP

"SHE'S A SIREN"

Written by Paul Pope and Trauma Kamp
Produced by Paul Pope and Trauma Kamp
Executive Producer Joel Benson
Performed by Trauma Kamp
Spotty Boys Music, ASCAP

"SOULS NOT FOR SALE"

Written by Brian O'Neal
Produced by Brian O'Neal
Performed by Black Bart
Maitre D'Music, ASCAP
Courtesy Rattlesnake Venom Records

"TWILA STAR"

Written by Kevin E. Bartley
Produced by Mike Draghi and
Jim Schumacker
Performed by Ammi Lauri
Published by Mike Draghi Music, BMI

"YOU MIGHT BE THE ONE"

Written by Tony Rodgers
Produced by Tony Rodgers
Performed by Tony Rodgers

"THE RIGHT WAY"

Written by L. Matthew, M. Byron, M. Reese
Produced by Lance Matthew
Performed By Lance Matthew
Count to Ten Music

"JUST LIKE YOU"

(THEME FROM PUMPKINHEAD II)
Written by Lance Matthew
Executive Producer Scott Maclellan
Produced by Lance Matthew
Performed by Roger Clinton
Courtesy of Pyramid Records

"IT'S STILL LOVE"

Written by Lance Matthew
Produced by Lance Matthew
Performed by Lance Matthew
Count to Ten Music

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PUMPKINHEAD II: BLOOD WINGS

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